

WRATH OVER RACISM AND RAPE

The American Indian Community House joined with the New York Chapter of NOW, the Women's Liberation Center of Nassau County, and Women Against Pornography outside the New York Hilton on October 14, 1982 to protest the introduction of a new video game which features the naked figure of General Custer, macho in western hat and boots, picking his way through a barrage of arrows to take his "prize": a bound and helpless Indian woman. The president of American Multiple Industries, the game's manufacturer, described the scenario: "There is no rape and ravage scene. He does make an impression on the Indian girl, but you can see she's having a good time. A smile comes across her face."

"Custer's Revenge," with its mix of rape and racism, is only the most repellent of three new products AMI brought to the Hilton's National Music, Sound and Video Conference. Other titles in this line of so-called adult entertainment are "Beat 'Em and Eat 'Em" and "Bachelor Party." The Custer cartridge promotes a version of sex as "conquest under threat of obliteration, which is what rivets adolescents to consoles in the first place," writes Richard Goldstein in the *Village Voice* (Oct. 23).

The American Indian Community House statement says in part: "As American Indians, we are vehemently opposed to the exploitative use of our race for the titillation of the public. We see this disgusting video game for what it truly is, a sexist, racist, sadistic expression, the sole purpose of which is to fill the pockets of its creators and promoters. . . . Would the caricaturization of a people be acceptable if the depicted were: Begin attacking a Palestinian woman? Prince Charles chasing a female IRA member? Hitler have his way with a Jewish maiden?"

"If it were a kid's game, I'd say take it off the market tomorrow, but it's not," the company spokesman said. But Robin Quinn of Women Against Pornography believes these games invariably wind up in the hands of minors, and Diane Wood of NOW adds, "I don't think adults should be playing it either" (*Daily News*, Oct. 14).

The gamers learn the thrill of danger, the risk of personal injury—prongs raining on prongs, dodging projectiles—as the lascivious general aims for the woman of darker skin, who is tied up and immobilized. "The very idea that rape could be considered as a reward—what type of aberration of the human spirit is that?" asks Diane Wood. "It's meant to be funny, not erotic," replies its manufacturer (*Daily News*, Oct. 14).

Into the electronic age with the same old primitive prejudices: sexist, racist computer graphics aimed at producing men who master machines, who objectify women and use push-button violence without a qualm.